

S Y S T E M . 3



NINJA

Ronin

PLEASE NOTE

THIS PRODUCT IS TO BE REGARDED AS AN UPDATED VERSION OF LAST NINJA II

SYSTEM 3 SOFTWARE....

System 3 Software has an international reputation for breaking new ground and bringing to you, the game player, the very best in computer entertainment.

In keeping with the company's policy of innovation and being a 'front runner' in producing games, we have launched an exciting range of products on cartridge for the Commodore Games Console and Commodore C64 Computer. The advantages of the cartridges to you are:

Greatly enhanced playability through 'instant' loading of our multi-level games.

No more loading problems, it works first time and every time. Also, it is not as fragile as disks and cassettes and will stand up to a lot of continual hard use.

Fully compatible with both the Games System Console and the C64 Computer.

And last, but not least, the extra memory in the cartridge allows us to give you even more entertainment value than before.

Our aim is to provide game players with hours of thrilling entertainment, challenging and imaginative game play and the most sophisticated player interaction around. Ninja Remix achieves all this, and more.

Over 8,000 man-hours went into the design, planning and production of Ninja Remix, by the same talented team that created Last Ninja I. Ninja Remix has set the standard for action fantasy adventure gaming, featuring dynamic on-screen action, high degree of player control and adventure style puzzles to solve.

As Ninja Remix is far more than a simple action game, we suggest that you read the instructions carefully and spend some time becoming totally familiar with the controls. To aid those of you who are having difficulty, we have included in this manual a detailed play guide of the first level, only read it if you are having real difficulty in getting into the game.

The Story...

The Ninja, known as The Mystic Shadow Warriors, were the elite fighting force of Ninth Century Feudal Japan. They were dedicated to the fine tuning of their bodies into killing machines. Their attributes were many and varied; they were masters of weapon craft, assassination, stealth and invisibility and many believed them to be in control of the supernatural. A real master of the art of Ninjutsu could even anticipate an opponent's moves and thoughts.

To achieve this high level of skill all initiates had to undergo years of rigorous training. Correct application of these skills required cunning, dexterity and total mind control. Students of the Ninja arts drove themselves on to try to achieve the state of self-perfection and a closeness to their god. Therefore, martial arts fighting disciplines became the highest, most honourable path to perfection. Unfortunately, some Ninja were to abuse their powers.

The Ninja were nearly wiped out of existence during a purge in the Twelfth Century. But now they are back and more powerful than ever....Back with a vengeance!

The struggle with the Evil Shogun, Kunitoki, had taken its toll. For many months after regaining control over the island of Lin Fen, Armakuni, the new master of the Ninjutsu, fell into a deep depression at the loss of his brethren. He reflected again and again upon his struggle against Kunitoki, and always came to the same conclusion - it was only the end of a battle, not the end of the war.

After more than a year of languishing upon Lin Fen, Armakuni was prepared to reinstate the way of the Shadow Warrior to its former glory. With the Koga scrolls in his possession all that Armakuni needed now were the disciples to follow his guidance and the teachings of the ancient manuscripts.

As the word spread around the mainland that a new master had the scrolls and was about to begin training, the men began to arrive. They were the sons of the fighting elite - the Samurai.

A new order of Ninja slowly began take shape. But this time the training was going to be more intense than ever before. Never again would they be caught off guard and defeated without honour.

During a training session of the Inner Circle - the Master's elite - a strange feeling came over the class. It was as if time had abruptly stood still, as if they were the only people left in the world. As Armakuni rose from his meditating position a strange pulsating light enshrouded him. Concerned with what they saw, the class tried to rise and go to Armakuni's assistance. But they they were fixed in their positions, no one could move.

The intensity of light grew around Armakuni until all who were witnessing the scene were forced to cover their eyes. When the light faded and finally disappeared, the students leapt to their feet. What had happened? Where was the Master?

What is happening? Shouted Armakuni. But no one could hear him. It was as if he was invisible and in a sound proof glass box. Why wasn't his class rushing to his aid to help him to break free? Why did he feel the sharp thorns of fear, while inside he was as calm as the deep seas? What game were the ancients playing with him? His questions found no answer as he slipped unwillingly into unconsciousness.

Slowly Armakuni clawed his way back through the darkness of deep sleep, back to where he felt safe. As he forced his eyes open, he was greeted by a sight that his experiences could not have prepared him for.

Armakuni is now standing on a hard wooden floor surrounded by strange objects that vaguely remind him of musical instruments. Behind him is a curtain parted slightly in the middle. As he tries to focus his eyes on his surroundings his mind is sent spinning. He sees strange gigantic shapes, covered with mirrors, reaching to the very doorstep of the heavens.

CARTRIDGE LOADING INSTRUCTIONS

Please Note: For Commodore C64 Computer owners, the Cartridge slot is located at the rear right side of the machine.

LOADING THE GAMES

1. Turn on the TV or monitor.
2. Make sure the Games System/Computer is turned OFF (Check the ON/OFF switch on the right side of the console.). There must be nothing on the TV or monitor.
3. With the label of the games cartridge facing you, insert the cartridge into the slot on top of the console. Make sure it is not crooked and fits snugly in the slot.
4. Turn the Games System ON.
5. Now consult the game's instructions for 'How to Play the Cartridge'.

CHARGEMENT DES JEUX

1. Allumez le téléviseur ou le moniteur.
2. Assurez-vous que le Système des jeux est éteint (Vérifiez l'interrupteur ON/OFF sur le côté droit de la console.). Rein ne droit se trouver sur la TV ou le moniteur.
3. L'étiquette vous faisant face, enfoncez le cartouche de jeux dans le réceptacle se trouvant dans la partie sup(rieure droite de la console. Assurez-vous qu'elle ne soit pas de travers et qu'elle soit bien en place dans le réceptacle.
4. Allumez le Système de jeux (ON).

CARICAMENTO DEI GIOCHI

1. Accendete il monitor video.
2. Accertatevi che il sistema per videogiochi sia spento (Verificate l'interruttore ON/OFF sul lato destro della consolle.). Sullo schermo TV o sul monitor non dev'esserci niente.
3. Con l'etichetta sulla cartuccia del videogioco rivolta verso di voi, inserite la cartuccia nella fessura apposita in alto a destra della consolle. Accertatevi che non sia inclinata e che entri con facilità nella fessura.
4. Accendete il sistema.ON.

ADEN DER PROGRAMME

1. Schalten Sie den Fernseher oder Bildschirm ein.
2. Stellen Sie sicher, daß die Spiel-Konsole ausgeschaltet ist (Prüfen Sie den ON/OFF - Schalter auf der rechten Seite der Konsole.). Bitte schalten Sie den Fernseher auf den für die Spiel-Konsole vorgesehenen, freien Kanal.
3. Die Programm-Cassette mit dem Etikett zu Ihnen zeigend in den Schacht oben rechts auf der Konsole einstecken. Stellen Sie sicher, daß sie nicht verkantet ist und gut in den schacht paßt.
4. Schalten Sie die Spiel-Konsole ein.

CARGO DE JUEGOS

1. Encienda el TV o el monitor.
2. Asegúrese de que el Sistema de Juegos esté APAGADO (OFF) (Verifique el interruptor principal a la consola). No debe aparecer nada en el TV o el monitor.
3. Con la etiqueta del cartucho de juegos hacia usted, inserte el cartucho en la ranura al extremo superior derecho de la consola. Asegúrese de que esté bien insertado y de que quede ajustado en la ranura.
4. Encienda el Sistema de Juegos.

IF YOU HAVE A PROBLEM....

Problem: Indicator light not on

Cause: Computer not turned on. Power supply not plugged in.

Solution: Make sure power switch is in ON position. Check power socket for loose or disconnected power cable.

Problem: No picture (TV)

Cause: Incorrect hookup. TV not connected and/or turned on. Cable to TV not plugged in. TV on wrong channel or incorrectly tuned.

Solution: Check hookup with RF socket. Check TV power connection and TV power switch. Check output cable connection to TV Change channel and/or adjust tuning.

Problem: No picture (monitor).

Cause: Monitor not connected and/or turned on.

Solution: Check monitor connections and power switch.

Problem: Random pattern on screen with cartridge in place.

Cause: Cartridge not properly inserted.

Solution: Turn power OFF and reinsert cartridge.

Problem: Picture with poor or no colour.

Cause: Poorly tuned colour controls.

Solution: Adjust colour controls on TV or Monitor.

Problem: Sound with excess background noise.

Cause: Volume too high.

Solution: Adjust volume.

Problem: No sound, picture OK (TV)

Cause: Volume too low.

Solution: Adjust volume.

Problem: No sound, picture OK (monitor)

Cause: Audio input of monitor audio/video cable not connected

Solution: Connect audio cable to monitor audio output.

Problem: Games controller not working.

Cause: Incorrect hookup.Games controller in wrong port. Using wrong games controller for game

Solution: Check connection at console.Move Games controller to other port. Check to make sure you are using the correct controller.

Game Controls

For Commodore C64 Computer Owners Only.

Keyboard controls:-

- F1 -Turn sound on/off
- F3/F5 -Cycle through Ninja's inventory
- F7 -Pause game
- Run/Stop -Kill the Ninja
- Space Bar -Cycle through Ninja's weapons
- J -Select joystick orientation. Pressing the J key will rotate the joystick's position through 45 degrees each time you press it. Select the position you feel most comfortable to play with. 3 modes: mode2 is normal. This mode applies to the movement of the Ninja and not to the fighting manoeuvres.

This game can only be played with a joystick. For Commodore owners the joystick should be in port 2 (see console details later)..

It is important to understand that, unlike most fighting games, the Ninja character is capable of movements in three dimensions. This means that all the moves you can make are relative to the direction the Ninja is facing on the screen.

For Commodore Games System Console Owners.

Three Button Joystick Controls:-

To start the game press one of the joystick buttons. Whichever button you choose becomes the fighting moves button. If you are not happy with the button you have selected, you can change it at the beginning of each level by pressing a different button to start that level.

The other button on the joystick automatically becomes the weapon select button. To choose a weapon, press the weapon select button and the available weapons will cycle through the list in the weapons display area.

To select an object for the Ninja to use, press the fight button and hold it down, then pressing the other button will cycle through the available objects. Whichever object is displayed in the object window when you release the buttons is the one that the Ninja will use.

Basic Movements

To change the direction the Ninja is facing, roll the joystick handle through all the position until you are facing the direction you want.

To walk forward - push the joystick in the direction the Ninja is facing

To step backwards - pull the joystick in the opposite direction to the one the Ninja is facing

To drift across the path - push the joystick in the direction you want him to veer
(This applies to walking forward and backwards)

Special movements

Collecting items

To activate the pick up, press the fire button then pull the joystick bottom right, or bottom left diagonally.

Sommersaulting

To make the Ninja somersault, either to avoid attack or to overcome some hazard, such as jumping from one wall to another, you should make the Ninja run in the direction you want him to somersault and while he is moving press the fire button. Because the Ninja can move in three dimensions, he will jump along the path or across the path depending on which direction you push the joystick: diagonal up - across and up the path, sideways - across the path horizontally (the Ninja can only somersault forwards)

Fighting movements

The following is a list of all the moves, both unarmed and armed, that the Ninja can carry out. To activate the fighting moves the Ninja should be stationary and the fire button should be pressed.

Unarmed moves:

Kick - down

Punch - up

Duck - up-left or up-right

Armed moves (sword,nunchakus and staff)

Stab - right

Slash - left

High Stab - up

Kick - down

Parry - up-left or up-right

Throwing moves:

Throw - right or left

General Tips

The first aspect of the game you should master are the joystick controls. The highly interactive nature of the game is required because of some of the complex moves the Ninja character has to perform. A high level of competence at the controls will enhance your game play considerably. Because of the adventure elements our second suggestion is that you should get into the habit of recording what happens on each screen. This will enable you to obtain higher scores with repeated play. The last point is, never take anything for granted - some things are not as they appear. Be curious, nosy, etc. and examine everything. Clues

The following are clues to some of the objects and hazards you may come across in your travels. They are listed in the "load" order, not necessarily in the order in which you have to find them. In the spirit of all good adventures.... we have not told you the whole story.

Keys:

There are grate keys and not so grate keys. In the beginning they are a hard bunch to find.

Trap door:

Get a good grip and punch your way through this problem.

Map:

This map is a bit flash, it can reveal a lot.

Nunchukas:

Pulling off this two part problem could make you flushed with success.

Shuriken:

You'll have to box clever to reach the stars.

Staff:

Reaching new heights, this staff will will do well.

Bottle:

Wino(l) tramp around the street and grab a drink while you can.

Sword:

Shop around for the best buy, it could be a real steel.

Hamburger:

(quote)'greater love hath no man than this, that he lay down his extra hamburger for a friend.

Credit Card:

You'll get extended credit when you gain access. It will really lift your spirits.

Computer terminal:

Your number's up if you don't act like an elephant.

The final problem is always in the picture, safely.

The game is played in a variety of environments. The following are a few cryptic clues as to the sort of places you will be visiting.

Load one: Central Park

The key to success is to gain new heights then go for a frolic on the river.

Load two: Downtown Manhattan

The busy streets can be paved with danger. Stepping out before your time could really flip you out. If you're really sophisticated, you can get down to it and make a grate exit.

Load three: Sewers

Typically deep, dark and dank. There'll be no torch carrying here, you'll just need lotsa bottle.

Load four: Opium Factory

Meat a real cool cat, but be careful, you might get a shock along the way. Tread carefully before taking a quick dip.

Load five: Office Block

Entrance here is no big secret. You could become a real terminal case before you get to meet your biggest fan and become star struck.

Load six: Shogun's Retreat

Drop in to see your arch enemy. If you are dumb enough it might not be too alarming. After that it's full steam ahead. Careful, if you get cornered you might have to do a six point turn.

PLAYING GUIDE TO LEVEL ONE

If you are experiencing any difficulty on getting into the style of play needed in this game, the following details outline all the puzzles and objects you encounter in the first level and should help you master the rest of the game.

Starting on the Band Stand, go through the curtain at the back in to the room behind. When you enter this screen you will see a square on the right hand wall flash. When you have defeated the opponent, stand in front of the square and punch it (if this is done successfully the square will change colour).

Return to Band Stand screen and you will see a trap door has opened in the floor. Simply walk over the trap door to enter the next screen. Here you will see a key flash, pick up the key to use with locked gate later.

Exit the room through the back door of the Band Stand and you are in the central pathway of the park. Turn left at the junction and follow the road round till you can walk off left to enter the next screen. Here you encounter the juggler. He juggles knives and will try to kill you by throwing them at you. To avoid being hit, somersault and the knives will miss you (if a knife hits you while in mid-air it will not harm you).

In the next screen you can pick up a map (at top left of screen), this has the effect of making all the objects, that can be picked up, flash (if they are visible, you will still have to search round for some of them).

Next, look out for a trellis work going up a wall, you have to climb up this but before you can you must put whatever weapon you are holding away as you need both hands free. Move along the top pathway you are now on and after somersaulting over the gap in path, you will be able to pick up the staff.

To get back down to ground level, return to the screen you climbed up on and, standing with you back towards the edge of the path (where the trellis work is), walk off the ledge backwards - ensure you are not holding any weapons in your hands.

Return to the main path way around the Band Stand and look for the two toilet buildings next to each other. Enter each toilet in turn to collect half a nunchaku. When you have got both pieces it will automatically turn itself into a full set of nunchakus.

Continue exploring main pathway until you find a 'hot dog' stand, here you can pick up a hamburger which will give you an extra life.

Go back to the main path way screen where the locked gates are. While holding the key, do a pick up at the right hand iron gate (remember, your hands must touch the object you are trying to manipulate), if you have done it correctly the gate will open.

After passing through the gate the next major obstacle is to cross the river. Stand at the edge of the river and when the boat comes past somersault onto it. When standing on the boat, wait until it is level with the boat house and somersault off onto the bank.

Please Note: There is no way back across the river so you must make sure you have everything before crossing.

As you move into the next screen you will be attacked by bees. These can be avoided best by running straight across the screen (even though you actually want to go to the top of the screen) and by cutting the corners tightly you can actually avoid the bees altogether. To reach the top exit on this screen, leave the screen at the left side and then come back onto it immediately and move to the top of the screen cutting the corners as tightly as possible.

When at the top of the screen you have to get onto an island which is the next screen. To do this, you must be right at the top of the screen and then do a somersault, this will place you on the island.

On the island screen there is a boat moored partially behind some bushes. To get the boat moving, you must stand as close to boat as possible and dislodge it with your staff. You will know you have done this correctly when the boat floats off.

Somersaulting back the way you came, you must rush down the screen and exit to the left. Here you encounter the second river, to get across it you must wait for the boat you pushed off to come floating past. Somersault onto it as early on as possible. Then somersault off it onto the other side of the river quickly. If you stay on the boat too long it will collide with the lower river bank and you will lose a life.

You can now exit the screen on the left and into the next level.

